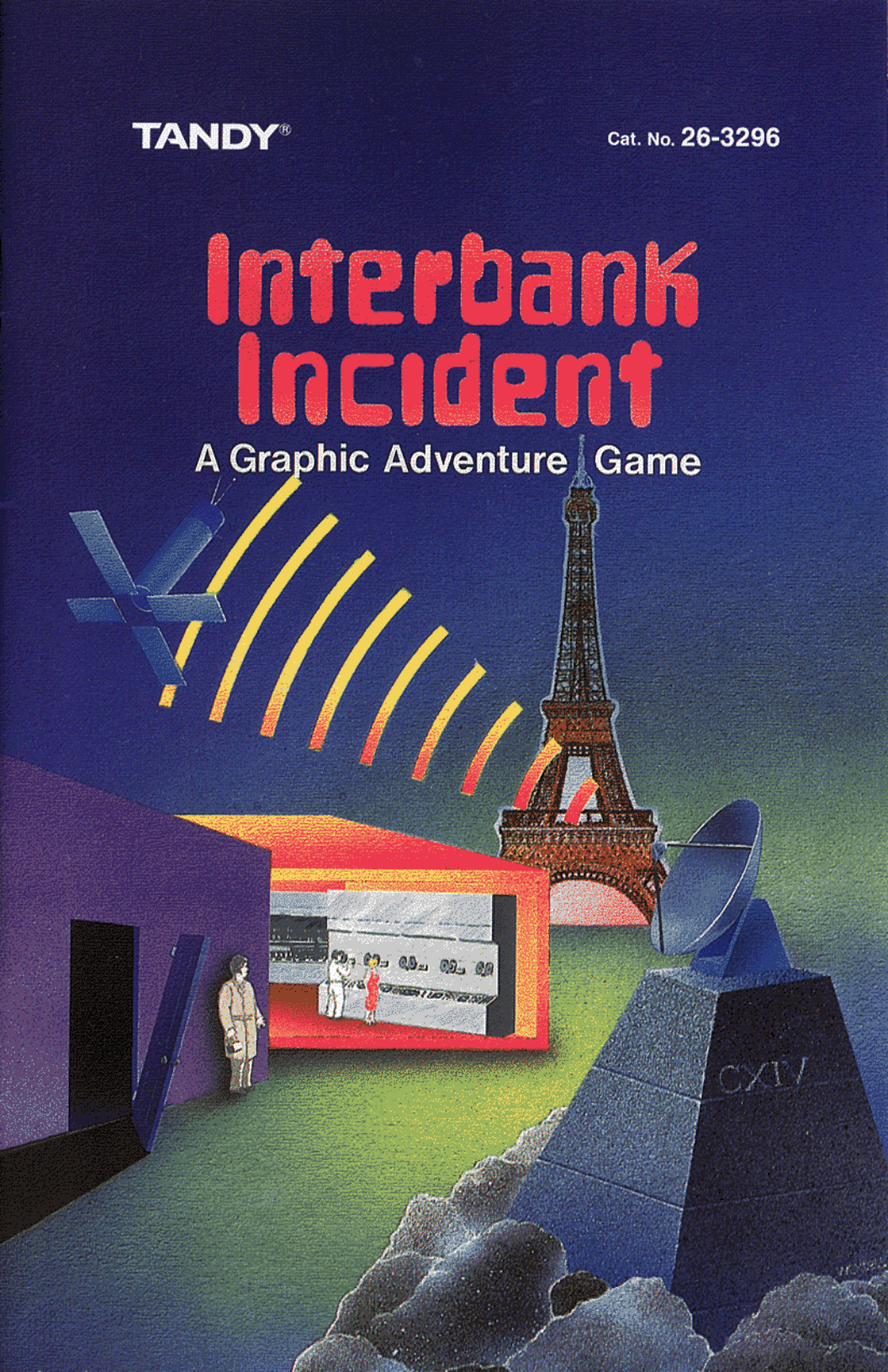
TANDY®

Cat. No. 26-3296

Interbank Incident

A Graphic Adventure Game



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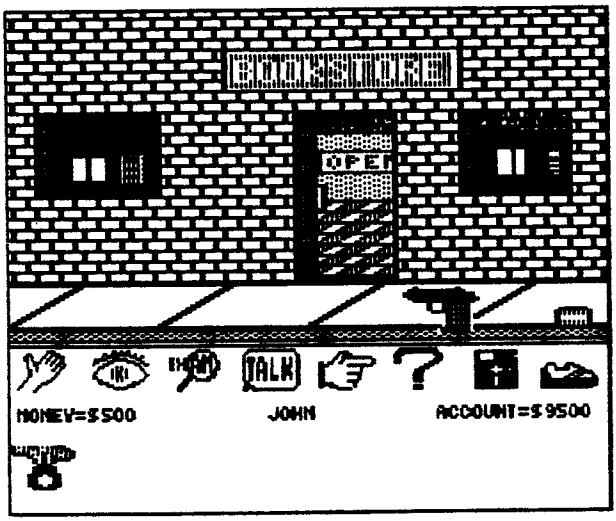
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Disclaimer

The characters, incidents, and organizations depicted in this game are fictional. Any relationship to events or persons, living or dead, is purely coincidental.


TALK
MONEY=$500
JOHN
ACCOUNT=$9500

The Interbank Incident
A Graphic Role Playing Adventure

It started at the Interbank Corporation headquarters in New York. It seemed like simple burglary at first. A couple of drawers forced open, some petty cash stolen. Nothing much. Fortunately, a security guard noticed that the "burglar" had shut off the Main Vault Security System for 45 seconds. That's when they discovered that The Code Book had been stolen.

This wasn't just any code book. This code book was used to control a top secret experimental satellite (code named The Nebulous Project) owned by the Interbank Corporation. The Code Book, in the wrong hands, could make that satellite do just about anything from flying airplanes to controlling nuclear submarines. It could even destroy a city.

The Interbank Incident is a new concept in adventure games, using the latest technology of icons and pull-down windows. All commands to the game are made through your joystick or mouse with simple, concise, and easy to understand icons.

Furthermore, the Interbank Incident is a role playing adventure. As the game starts, you will select one of seven characters. From that point on, you will play the game through this character, taking on his or her qualities, some good and some not so good. The ultimate challenge, however, is yours: to discover the clues and tips necessary to find the code book, the crooks, their hideout, and finally, to regain control of the satellite.

Finally, The Interbank Incident is a never-ending challenge. Even after you solve The Interbank Incident (a challenge in itself!), the game scenario (the steps needed to win) will be different the next time you play. This is because the hideout, clues, tips, and other key elements of the game are different for every new game, ensuring an almost endless supply of challenge and fun for all.

The Interbank Incident
Starting the Game

Before starting the game, make sure that you have the required equipment and that it is set up properly (see appendix A). Insert DISK 0 into drive 0 and type DOS (if you get an ?SN error when you type DOS, see Appendix B). If the OS9: prompt appears, type BANK.

The disk will churn for a while, then the title screen (see figure 1) will appear and this message will scroll down:

DO YOU HAVE A TANDY
SPEECH/SOUND CARTRIDGE?
(YES) (NO)

Using your joystick or mouse, move the arrow so that it points to the correct response and press the button. The message will then scroll up and you will be asked questions which concern the color of the sky on the title screen. Use the joystick or mouse to answer the questions. The next message which scrolls down will ask:

HOW MANY DRIVES DO YOU HAVE?
(ONE) OR (TWO)

(Note: this message will not appear if you have installed The Interbank Incident on a hard disk. See appendix E for hard disk installation instructions). Once again using your joystick or mouse, move the arrow so that it points to the answer appropriate for your system and press the button. This message will then scroll up and a new screen will appear to familiarize you with the Interbank Incident. After you have read this page, press the joystick button. A new screen will appear.



Figure 1 — The Title Screen

The Interbank Incident
Selecting a Character

While playing the Interbank Incident, the individual decisions (where to go, what to do next, etc.) will be yours. However, you will take on the characteristics and personality of one of the seven characters pictured on your screen. These characteristics or "attributes" will make a difference in your ability to go certain places or get certain information.

There are several attributes associated with each character. These attributes make each character unique, and make the game scenario different for each character. For example, each character has some strength, some more than others. As you play the game you will lose strength, and you may not be able to do things requiring strength. If this happens, try returning after you have built this attribute back up (by eating or drinking in this case). This will also apply to the other major attributes: charm, tact, common sense, and intelligence. As you choose a character, keep in mind that luck plays an important role in a character's capabilities, and that no one character is best for all possible game scenarios. Further, all characters have both good and bad attributes, and the game can be won with any character.

By pointing the arrow at one of the seven characters on the screen and pressing the button, a short description will scroll down. If you decide to select this character, point the arrow at SELECT and press the button. If you wish to select or examine another character, simply point to ABORT, press the button, and try again.

Once you have selected a character, the disk drives will churn for a few seconds, then you will be asked to insert one or both of the other Interbank Incident disks into your drive(s). Once you have done this, press the button once more, and you are ready for your adventure to begin.

The Interbank Incident
Using the Icons

After you have selected a character, inserted the appropriate disk(s), and pressed the joystick button, you will see a screen that looks something like figure 2.

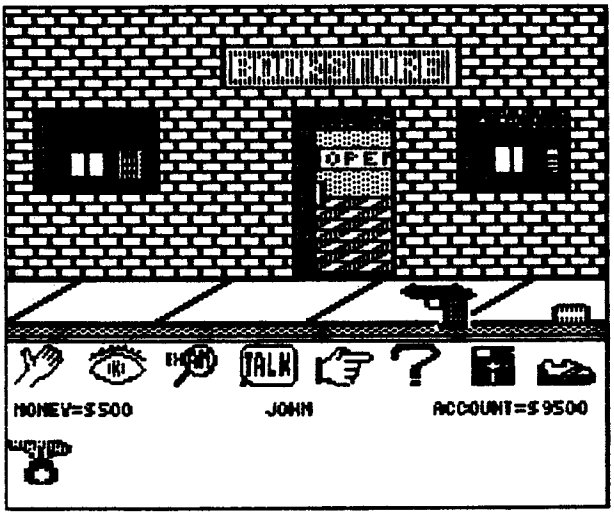


Figure 2 — Defining Some Terms

Let's use this figure to define some terms we will be using. Each place you can go in the game is called a ROOM (it's called a room because early adventures were played inside little square rooms. Even though adventures outgrew the rooms, the term stuck). The top section of the screen will be referred to as the SCENE, and contains the picture displaying what you can see. Within the game, there are about 40 items that you can pick up and carry places with you. These items are called OBJECTS. Any objects in the current room will be displayed at the bottom of the scene (on the sidewalk in this scene), which is called the OBJECT SECTION. As you pick up objects from the object section, they will appear in the INVENTORY SECTION at the bottom of the screen (more on this later).

Below the scene is a row of eight icons. Each icon has a specific function associated with it. Below the icons is a line that has three things: your cash balance, the current character's first name, and your credit card account balance.

You tell the program what you want to do by pointing the arrow at a place on the screen and pressing the joystick or mouse button (this is called SELECTING a location or item). You may have to select more than one thing to issue a "command" to the game. As you select an icon, the icon will "reverse". This shows that it has been selected and you are using the icon. If you selected the icon by accident, simply select it again (selecting a reversed icon is called DESELECTING the icon). The icon will "re-reverse" (return to normal), and you may then select another icon.

Now that we've defined the terms we need, let's take a look at how to play the game, beginning with the icons.

The Command Icons

1. 

This icon allows you to see what is around you. After selecting the icon, simply point at the place on the scene that you want explained and press the button. As you do, a description of what is there will scroll down. When you have finished reading the description, either select another place on the scene to look at, or if you are done looking, deselect the  icon. This icon will be handy to find where you are and what is around you.

2. 

Another method of looking at something is to use  . By selecting this icon and pointing to an item on the screen, a small window will scroll down with an enlarged picture of the item on it. A total of four locations can be examined at the same time with . After this, the windows will scroll up and the icon will be automatically deselected.

3. 

The  icon is used to do those things that you would normally use a hand for (makes sense, doesn't it?). By selecting the icon, then pointing to an object in the object section of the screen and pressing the button, you will "pick up" that object. The object will automatically appear in the inventory section.

To take an object from your inventory section and place it back on the screen, simply select , point to the object in the inventory section, and press the button.

You can carry a maximum of eight objects at one time. If you are carrying 8 objects and try to pick up another, nothing will happen.

A maximum of five objects will be displayed in any one scene. If more than five objects are in the room, they may be displayed by pointing the arrow at any one of the five objects currently in the

objects section and pressing the button. This may be repeated as many times as you wish. Notice that if you place an object in a room that already has five or more objects in it, the object you dropped may or may not be displayed.

4. 

This icon is used to move from one scene to another. After you select , a compass like the one in figure 3 will scroll down.

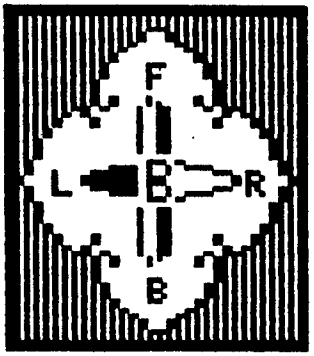


Figure 3 — The Movement Compass

The compass displays your basic legal directions: left (L), right (R), back (B), and forward (F). These are shown at the four points of the compass. If one of these directions does not appear on the compass, it is not a legal way to move. By selecting one of the displayed directions, you will move in that direction to the next scene.

As you move around, you will probably notice that going left to get to a room, for example, doesn't necessarily mean that going right will take you back to that room again. As often happens when you travel, you may get turned around facing a different direction going from one room to another. If this confuses you, in the center of the compass is a B, which stands for "before". By selecting this B, you will return to the room from which you just came (if it is still a legal move).

Another way to move from one scene to another is by selecting a location on the scene to move to rather than a compass point (the compass must have been pulled down first). For example, in figure 4 the player could select the actual entrance to the bookstore instead of a compass direction (actually, in this scene that is the only way to go into the bookstore, since forward (F) is not a legal direction). There are many places throughout the game that appear to be places to which you may move without selecting a compass direction. Many of these can be entered by moving the arrow to the physical entry on the scene, however it may not always work. You'll have to find out which you can and which you can't by just trying.

If you try to move somewhere and don't (the compass scrolls up and nothing happens), then it is not legal to move that direction at that time. However, this doesn't mean you never can. Often you have to be holding something or you must do something special before you may go there (like unlock the door), so don't give up. Getting places is half the fun of adventures.

5. TALK

The TALK icon is used to talk to the people you see. For instance, figure 5 is at the casino in Rio de Janeiro.

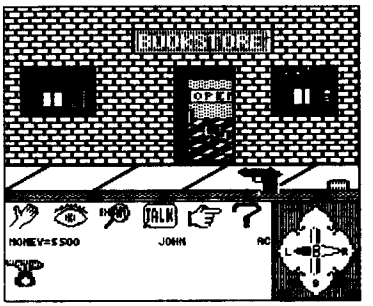


Figure 4 — Outside the Bookstore

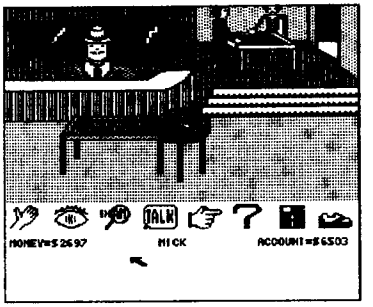


Figure 5 — The Casino in Rio

In order to talk to people here, simply select TALK, then point the arrow at a person, and press the button. That person's response will be displayed on a pull-down window. After you have read the response, you may either point to someone else in the scene and talk to that person, or point at TALK and deselect it.

6.

The icon is used along with objects you can carry and other icons to do the special things listed below. In the descriptions, "locations" refers to any location on the current scene and "people" refer to any person who happens to be in the current scene. Whenever you use , you will need to select two other things in addition. The sole exception to this is - TALK.

6.1 - -Object

This allows you "use" an object. For instance, to operate (or "use") the Microwave Tracker, select - -Tracker. When you "use" a weapon (such as - -knife), you are threatening everybody in the scene.

6.2 - -(Location or object)

This is how you search an area or item. There will be no need to search objects that can be "used" as above.

6.3  -(Location or object)

This is the method to use when you want to read something.

6.4 

This switches the Speech/Sound Cartridge (SSC) on and off. When used with The Interbank Incident, the SSC will speak the messages and produce special sound effects. When the game is started, these features are active or "on". When you select , this will then turn these features off, and the audio message "Speech Off" will be heard from the SSC. By selecting this again, you will hear "Speech On", and the features will be on again. If there is not a Sound/Speech Cartridge installed, this selection has no effect.

6.5  -Location

Use this when you want to kick something.

6.6  -Object-Person

This will enable you give an object to a person. The one exception to this is when you find the secret room, -Rope-Person will tie up (capture) the person.

6.7  -Object-(Object or Location)

This is used when one object starts a process or activates the second object or location. For example, selecting -Key-Door may unlock a door.

6.8  -Money-Person

When you select , point at the "MONEY=" phrase (just below the icons), and then point at a person, that person will be given some money. If you are selecting a store clerk or ticket person, you will purchase the object which they sell (if there is any). If you give another person money, it is considered a bribe. Giving bribes can be very useful, and often gives you information or objects that you might not get otherwise. The amount of money you give in a bribe depends upon the person you are giving it to and your attributes at the time.

7. 

The icon is used to

1) quit the current game, go to OS-9.
2) start a new game,
3) save the current game to the disk, or
4) load a previously saved game from the disk.

When you select , a window will scroll down that looks like this:

(QUIT GAME)

GAME 0	GAME 5
GAME 1	GAME 6
GAME 2	GAME 7
GAME 3	GAME 8
GAME 5	GAME 9

To quit or restart the game, select "QUIT GAME". You will be asked if you want to QUIT or RESTART. Selecting QUIT will end the game and take you to the OS-9 system. Selecting RESTART will end the current game and start the game over from the point that you select a character. If you select QUIT GAME by mistake, simply move the arrow off of the pull-down window and press the button.

To save or load a game, select the desired game number, and then select "SAVE", "ABORT", or "LOAD". Saving a game will remove any game previously saved under that number. Depending upon your system, you may have to swap disks to load or save a game.

8. 

The  icon will give you help with the current scene. With this icon, you don't need to select anything else in addition, and it will automatically deselect itself.

Now that we have finished with the icons, let's try to cover the rest of the items on the screen.

9. Money

As you start the game, you will have $10,000. Of this, $500 will be in cash, as shown by "MONEY= $500" on the left side of the screen. The rest of your money is in an Interbank Credit Card account, and its balance is shown by "ACCOUNT= $9500". As you use your cash or credit card to spend money, the computer will convert the cost to dollars (if needed), and the appropriate balance will be adjusted. Bank machines are available in each city to move money from your account into cash.

10. Character Name

The first name of the current character (the secret agent chosen at the start of the game) is displayed directly below the icons. This will simply remind you of "which character you are".

11. Rating

At the end of the game, your rating will appear below the character name.

The Interbank Incident
Background

The Agency for Law Enforcement (commonly referred to as The Agency) has sent you the following letter which assigns you as the Chief Investigator for the Interbank Incident.

Read the letter carefully: it contains several clues that will be useful in cracking the case. Good luck.

NOTE: If you don't want any help in solving The Interbank Incident, don't read this! You do not have to read this section to play or win the game.

Assignment: The Interbank Incident
Position: Chief Investigator

Chief Investigator:

Several hours ago we were hired by Marcia Carlson, president of The Interbank Corporation, to investigate the theft of a valuable code book. I personally assured Ms. Carlson that we would put our best people on the case. To this end, you have been assigned to head the investigation.

Enclosed is a list of available agents and all the information that is available on The Interbank Corporation and The Interbank Incident. As usual, this letter shall be our only communication.

In 1947, Carl Sando started the Seattle International Bank in Seattle, Washington. The company made a small but respectable profit in the first few years of its life, and promised to grow into a major regional bank.

Quite suddenly, Mr. Sando sold the company to a small group of investors from Los Angeles. Mr. Sando, his wife Alice, and their two sons R.J. and William moved shortly thereafter to South America and haven't been heard from since.

Incorporated in 1955, the company changed its name to The Interbank Corporation and moved its headquarters to New York. Paul Argo was hired as president, and the corporation prospered at a moderate rate. In 1962, the board replaced Mr. Argo with John Peters.

Shortly after this, the Interbank Corporation invested heavily in undersea exploration and the aerospace industry. These investments payed off well and the corporation's financial assets grew 20 fold within 8 years. Within 10 years the company was one of the 5 major banks in the country.

Mr. Peters retired in 1972 and was replaced by the Vice President for Investments, Marco Cantinas. The corporation continued its investments in the aerospace industry and gained valuable contacts in the government.

In 1979, the officers of the Interbank Corporation were brought before a congressional investigating committee on charges of giving kickbacks to government officials. The charges were dropped for insufficient evidence, but did force the retirement of Mr. Cantinas.

A heated battle ensued between Gene Williams and Marcia Carlson for the presidency. What followed was eight months of intense struggle and debate.

On March 15, 1980, Gene Williams was found murdered on the train from Munich to Paris. The Interbank Corporation then hired The Agency to investigate and determine if Ms. Carlson was involved in any way.

The investigation was assigned to Hans Gartner. Agent Gartner had a contact in Seattle that was helpful in solving murder cases, and he got help often.

The investigation notes are sketchy, and Mr. Gartner has since moved to Germany. However, we have included some excerpts from the notes:

March 15. Assigned case and briefed.

March 16-17. Travelled to Paris and investigated scene. Victim was found in the baggage car with multiple stab wounds. Found telegram in victim's pocket reading "Gene. Stop. Found valuable evidence at Radar Base. Stop. Contact you soon. Stop. Dave. Stop." Gathered more evidence.

March 17-18. Travelled to Seattle for consultation.

March 18-19. Travelled back to Munich.

March 19-20. After extensive searching and looking, I followed a lead and searched the lobby of the Munich Holiday Inn. Discovered a bag containing a computer cartridge marked IBCS (Inter-Bank Computer Systems) and a computer disk. The disk contained data from two IBSS (Interbank Security Systems) consoles. The cartridge could be connected to any Interbank Computer System cartridge slot. These items were given to IBC (the Interbank Corporation) security. The cartridge was subsequently lost by IBC.

March 21. Conferred with Seattle by phone.

March 22. Contacted the bartender on the train. He stated "Others threatened me, so I didn't help them."

Information from the bartender gave Mr. Gartner enough information to crack the case. He discovered who the murderer was, and a connection to a "group of investors" from Brazil. At this point the board, apparently convinced of Ms. Carlson's innocence, stopped the investigation and appointed Ms. Carlson to the presidency.

Ms. Carlson continued the heavy investments in aerospace, and expanded the scope of investments to include casinos, art, and fashion. Lately, Ms. Carlson has invested much of Interbank's capital (as well as large portions of her own money) in foreign investments.

Ms. Carlson's tenure has been rough. Cost overruns on several questionable investments have caused the board to consider retiring her twice. Both times she kept her position by a narrow margin.

One of the more controversial projects has been The Nebulous Project.

There is not much information about the Nebulous Project. It is a joint Interbank/NASA project started in 1975. The satellite is apparently designed to gather energy transmitted from Nebulea, then to transform it into energy usable by the general population.

Nebulous was the pet project of Mr. Cantinas (who was then president of Interbank), and the first test model was completed in late 1978 shortly before he retired.

During the past several years, Nebulous has been plagued with large cost overruns and technical delays. The final version of the satellite was launched by shuttle several months ago, and is to be turned over to NASA within 25 days. The project has been the main factor in the split of the Interbank Board of Directors. Half of the board has wanted to continue the project, the other half to abandon it.

In the middle of the controversy is the current Interbank president, Marcia Carlson. She has pushed strongly to continue the project, but has lately met increasing resistance. The board approved the large funds required to finish the project four months ago. The project has been progressing well since then. All of this changed yesterday.

Approximately 11:30 last night, at least two persons entered the Interbank Corporation International Headquarters. The entry was made at a rear entrance. By coincidence, the video camera at this site had malfunctioned earlier in the day, and had been turned off. Entry was made by bypassing the door alarm and forcing the door.

The team walked south down the hallway, up three flights of stairs, then east to the main security office. Entry to the office was accomplished by using the "Burglar's Pass Key": opening the door with a credit card.

Once inside, the burglars forced several drawers open, and took several low-value items. This was apparently to cover the real theft.

At 11:42, the main vault security system (covering the vault located in this office) was shut off for approximately 45 seconds. During this time, the burglars stole the code book for the Nebulous Project. They then turned on the main vault security system and left the way they came.

At 12:02 a night security guard noticed the forced rear entry and sounded the general alarm. Subsequent investigation uncovered the burglary and vault entry.

Several Items of note:

Item 1: The code book was last seen at 5:03 PM by the security guard closing the vault. The vault was then closed and alarm system armed. The system was not turned off until 11:42.

Item 2: The main vault security system is armed and disarmed by entering a 3 digit code. This number is changed weekly by the security department. This indicates that the thieves must have had some connection into the Interbank Corporation.

Item 3: The burglars knew exactly how to get to the security office. This also indicates a connection into the Interbank Corporation.

Item 4: The current main vault security system code is known only by the security department. This means that the contact isn't just anybody within the Interbank Corporation, but must be within the security department itself. The vault is normally opened at 8:00 AM and closed at 5:00 PM daily. Two guards are present at all times when the vault is open. All items entering and exiting the vault are checked by these guards.

Shortly after the theft was discovered, the Chairman of the Board directed Ms. Carlson to contact The Agency. She appeared extremely concerned. She assured us that other countries are developing similar technology, and the first to be successful would surely experience great financial gain.
The repercussions of failing on this assignment are severe. Interbank has invested very large amounts of capital in this project, with the agreement that NASA would reimburse the corporation when the project was finally delivered. If the project can't be delivered in 25 days as scheduled, it could ruin the corporation.

The power that this satellite can command is awesome. Our experts predict several possible scenarios:

1) The satellite could be used to tie in to any computer network. Once tied in, the satellite could be used to alter, copy, delete, or create any new data that the operator chooses.

2) The satellite can link directly to any Interbank Computer System. Several large museums have Interbank Security Systems. If the thieves tied into one of these, entire alarm systems would become inoperative, leaving valuable artworks in danger.

3) The Interbank Corporation has been working with the Air Force on a project involving an experimental aircraft. The workings of this aircraft are within the memory banks of the satellite. It would take only a few days for the satellite to take complete control of the aircraft.

4) It is possible for the satellite to take control of any submarine currently commissioned by the United States. This, however is considered extremely unlikely. First of all, a large amount of scientific and computer equipment would need to be near the submarine. This would imply a rather large vessel. Secondly, the control mechanisms currently on vessels would interfere with the satellite transmissions. This means that the control mechanism for the vessel would have to be at least 20 years old. Because of this, our experts feel that this is probably not the goal of the thieves.

5) Lastly it is possible, after several days of work, to make the satellite operate as a high energy laser beam. If this happens, entire cities could be wiped out in a matter of hours.

As you can see, the situation is grave. Ms. Carlson said that she would contact her sources, investigate as best she can (she worked as a detective for many years before starting at Interbank), and relay the findings to us.

This is the information that The Agency has on this case. Good luck, we are awaiting your report.

Signed,

Don Jones

Don Jones,
Operations Manager,
The Agency

Available Agents

Subject: Bob
Agency ID: 09-016
Agent Number: 017
Sex: Male
Date of Birth: March 10, 1962
Height: 6'2"
Hair: Black



Bob is a Physical Fitness expert and works as the manager of a local fitness club. He is also the first violinist of the Stadia Symphony and plays several other instruments.

Subject: John Callsworth
Agency ID: 04-025
Agent Number: 014
Sex: Male
Date of Birth: July 8, 1945
Height: 5'11
Hair: Black



John is currently in charge of our European Division, which he has handled with expertise. He is well travelled, and has been successful on 47 out of his last 51 missions. He appears willing to go to any lengths to get information.

Subject: Jackie De-La-Monde
Agency ID: 05-011
Agent Number: 023
Sex: Female
Date of Birth: September 28, 1959
Height: 5'6"
Hair: Blonde



Jackie appears at first to be somewhat "clumsy", however she brings with her an impressive success record and works with several very talented people. Particularly inventive in the disguises she wears.

Subject: Alex Johnson
Agency ID: 04-018
Agent Number 010
Sex: Male
Date of Birth: January 10, 1967
Height: 5'8"
Hair: black



Alex had earned a masters in Computer Science by age 18. and had several major computer companies offering him jobs upon graduation. He now works in Silicon Valley at OmegaTech for a six-figure salary. He can understand unfamiliar computer systems quickly, and is a major asset for this alone. He has worked on 3 major missions, but none alone.

Subject: Mick Tarmin
Agency ID: 07-017
Agent Number 011
Sex: Male
Date of Birth: July 4, 1948
Height: 6'1"
Hair: black



Ex-Marine. Decorated twice with Bronze Star, once with Silver Star, received Purple Heart 3 times. As a pilot, he flew 47 missions over Viet Nam. As special assignments, he went on 11 missions into deep North Vietnam. One mission rescued 7 top officials held in a POW camp. He is familiar with several classes of weapons, and is an expert in hand-to-hand combat. He teaches regularly at several Military Academies and installations.

Subject: Alan Kramer
Agency ID: 03-018
Agent Number: 015
Sex: Male
Date of Birth: June 1, 1963
Height: 5'6"
Hair: black



Alan is an average agent in most respects. However he apparently has some psychic abilities, as he can often sense danger and trouble several moments before they happen. This is a valuable asset that should not be overlooked. He also enjoys and deals with animals very well.

Subject: Karl Weitz
Agency ID: 03-019
Agent Number: 008
Sex: Male
Date of Birth: January 4, 1958
Height: 5'7"
Hair: Black



Karl is director of the Agency's Electronics Division, and is well known for his electronics expertise. He holds Ph.Ds in Electrical Engineering and Computer Science, has a Masters in Education, and has received the Nobel Prize for his revolutionary microchip research. He guest-lectures on a regular basis at several prestigious Universities.

Appendix A
Required Equipment

The following equipment is required by The Interbank Incident:

- Tandy Color Computer with at least 64K of memory
- Television or Computer Monitor
- Disk Drive and Cable
- Joystick or Mouse

The following equipment is optional:

- Multi-Pak Interface
- Speech/Sound Cartridge
- Second Disk Drive
- Tandy Hard Disk system
- OS-9 Operating System

Setting Up the System

If you are using the Multi-Pak Interface and Speech/Sound Cartridge, please see Appendix D.

1. It is always advisable to make a backup of each of the diskettes that comes with a program, store the originals in a safe place, and use the copies. To make the backups, see the instructions in Appendix C.

2. Connect the computer to a television or monitor according to the computer's instruction manual.

3. Turn on the computer.

4. Turn on the Disk Drive(s).

5. Insert a joystick or mouse cable into the right joystick port.

6. You are now ready to load and play your game as described in "Starting the Game".

Appendix B
Starting Interbank from BASIC

If you have a Color Computer with Disk Extended BASIC revision 0* you can type in the following program and use it to start The Interbank Incident.

Using a formatted diskette OTHER THAN your one of your Interbank Incident diskettes, enter the following program from Disk Extended BASIC.

```
10 REM ******
20 REM * BOOT  Interbank  FROM BASIC
30 REM ******
40 FOR I=0 TO 70
50 READ A$
60 POKE &H5000+I,VAL("&H"+A$)
70 NEXT I
80 CLS:PRINT "INSERT  Interbank  DISKETTE"
90 PRINT "INTO DRIVE 0 AND PRESS A KEY"
100 A$=INKEY$:IF A$="" THEN 100
110 EXEC &H5000
120 DATA 86,22,8E,26,00,8D,0D
130 DATA FC,26,00,10,83,4F,53
140 DATA 26,03,7E,26,02,39,34
150 DATA 20,10,BE,C0,06,A7,22
160 DATA 86,02,A7,A4,6F,21,6F
170 DATA 23,6C,23,AF,24,10,BE
180 DATA C0,06,A6,23,81,13,27
190 DATA 12,AD,9F,C0,04,4D,27
200 DATA 06,6C,23,6C,24,20,E9
210 DATA 7F,FF,40,35,A0,4F,20
220 DATA F8
```

*The copyright message displayed when the computer is turned on will tell you the version and revision number of the BASIC system in your computer. For example if DISK EXTENDED BASIC 1.0 is displayed, the version number is 1 and the revision number is 0.

Appendix C
Backing up the Interbank Incident Diskettes

It is always advisable to make a backup of each of the diskettes that comes with a program, store the originals in a safe place, and use the copies. To make the backups, follow these instructions:

In order for you to backup your Interbank Incident diskettes, you will need 3 blank diskettes. Using a felt tip pen, temporarily label these diskettes 0, 1, and 2.

FORMATTING THE DISKETTES

1. Turn on your color computer. Insert blank disk 0 in drive 0.

2. Type DSKINI0 [enter].

3. When the formatting of this diskette is complete, remove diskette 0 from drive 0. Formatting is complete when your screen displays:

OK

Repeat steps 1-3 with the other two blank diskettes (1 and 2). This will format them also.

MAKING BACKUPS

1. Make sure you have removed the newly formatted diskette from drive 0, then insert your Interbank Incident Disk 0 in drive 0.

2.1 If you have ONE DRIVE:

Type BACKUP 0 [enter]

The Interbank Diskette is your source diskette, and the newly formatted diskette is your destination diskette. Follow the instructions:

INSERT DESTINATION DISKETTE AND PRESS 'ENTER'

Remove the source diskette and replace it with the destination diskette. On the next instruction remove the destination diskette and replace it with the source diskette.

INSERT SOURCE DISKETTE AND PRESS 'ENTER'

Press [enter] as directed. Continue this procedure until the screen displays: OK

2.2 If you have TWO DRIVES

Insert the newly formatted diskette into Drive 1.

Type BACKUP 0 TO 1 [enter]

3. Repeat steps 1-2 for the other two Interbank Diskettes (1 and 2).

4. Permanently label your new diskettes, and store the originals in a safe place.

Appendix D

Using the Multi-Pak Interface and Speech/Sound Cartridge

For more realistic sound and audible messages, you can use the Speech/Sound Cartridge. In order to use the cartridge and the disk drive, it is necessary to install the Multi-Pak Interface, and you should use these instructions instead of Appendix A.

1. Choose channel 3 or 4 on the antenna switchbox, and choose the matching channel on the monitor or television. Be sure that power to all components is off.

2. Insert the Multi-Pak power module into the Color Computer cartridge slot.

3. Insert the disk controller into the Multi-Pak slot number 4, and set the Multi-Pak indicator to 4.

4. Insert the Speech/Sound cartridge into slot 2 or slot 3 of the Multi-Pak.

5. Turn on the Multi-Pak.

6. Turn on the computer.

7. Turn on the disk drive unit(s).

8. Insert a joystick cable or mouse cable into the right joystick port.

9. You are now ready to load and play your game as described in the Starting the Game section.

Appendix E

Installing The Interbank Incident onto a Hard Disk

The Interbank Incident is designed to work properly with the Tandy Hard Disk system. These instructions assume that you have an OS-9 system, the Hard Disk system is operating under the OS-9 system, and are familiar with OS-9 commands, syntax, and pathlists.

1. Ensure that your execution directory (CHX) is pointing to your usual commands directory (on the hard disk), and that the COPY command is located within that directory. Also make sure that you know the full pathlists to the working and execution directories that The Interbank Incident will be copied to. If these directories do not currently exist, make them now using the MAKDIR command on your original OS-9 disk.

2. Insert your Interbank Disk 0 into drive 0 and type /D0/CMDS/COPYBANK. This will load and execute the COPYBANK command.

3. Follow the instructions displayed on your screen. First you will be asked to enter the complete pathlist to the commands directory. This should be the commands directory that you will be using when playing The Interbank Incident.

4. Next you will be asked to insert Interbank Disk 0 into Drive 0 (this disk may already be there. If it is not, it should be inserted now.)

5. After the disk churns for a short period, you will then be asked to enter the full pathlist to the working (data) directory. This, again, should be the working (data) directory that you will be using when playing The Interbank Incident. You must be pointing to both of these directories when starting The Interbank Incident or it will not work properly.

6. You will then be asked to insert, in turn, the other two Interbank Disks. Shortly after the last disk is inserted, you will see a message "INSTALLATION COMPLETE", and The Interbank Incident will be installed on your hard disk.

7. To begin The Interbank Incident from your Hard Disk system, 1) ensure that both the execution and data directories are properly set to those directories where the files were transferred, then 2) type BANK.
Once installed on the hard disk, you will not be asked how many drives are in your system as the game begins.

As an example, let's assume that you wish to transfer The Interbank Incident to your Tandy Hard Disk. The directories will be /H0/CMDS for the commands directory, and /H0 for the working directory.

First we make sure we are in the correct commands directory (assumed to be /H0/CMDS also). Type CHX /H0/CMDS (remember that COPY must be in this directory).
Next insert the Interbank Disk 0 into drive 0 and type /D0/CMDS/COPYBANK. This will load and begin the COPYBANK command.
The floppy drive and hard drive will churn a bit, then you will see this message:

ENTER (COMPLETE) PATHLIST FOR
COMMANDS DIRECTORY:

At this point we type in the pathlist to the directory that the Interbank commands will be in. Type /H0/CMDS.
At this point the next message will appear:

PLEASE INSERT INTERBANK DISK 0
INTO DRIVE 0 AND PRESS ENTER.

Since we inserted this disk to load the COPYBANK program, it is still in there, so we just press enter. Now the drives will churn for a while, then you will see a new message:

ENTER (COMPLETE) PATHLIST FOR
WORKING DIRECTORY:

Now we type in the pathlist for the working directory that Interbank will be in. In this case we type /H0. Again, the drives will churn a bit, then you will see:

PLEASE INSERT INTERBANK DISK 1
INTO DRIVE 0 AND PRESS ENTER.

Now we remove the Interbank Disk 0 that is in drive 0 and put in Interbank Disk 1. Then press enter. Now the disk will churn for a few minutes. When it is done, you will see:

PLEASE INSERT INTERBANK DISK 2
INTO DRIVE 0 AND PRESS ENTER.

We again remove the disk already in drive 0 and put in Interbank Disk 2. Then press enter again. The disks will churn for the last few times, then you will see the message you've been waiting for:

INSTALLATION COMPLETE.
ALWAYS USE THESE DIRECTORIES WHEN
PLAYING "BANK" ON THE HARD DISK.

At this point the installation is complete.

NOTE: If any necessary files can't be found (either COPY or one of the Interbank files), the message FILE MISSING will be displayed. If this message appears before you are asked for the commands directory pathlist, COPY wasn't found. Otherwise, make a new backup of the Interbank Disks (see appendix C), and use those disks to copy to the hard disk.

Appendix F
Troubleshooting

The Interbank Incident has been specifically designed to be as error and trouble free as possible. However, nothing in life is certain, so here is a list of possible problems and solutions.

1. PROBLEMS IN LOADING THE GAME

1.1 I get an ?SN ERROR when I type DOS.

The DOS command will not work on some Color Computers, refer to Appendix B.

1.2 When I type DOS the screen clears and OK appears.

Make sure that your Interbank Disk 0 is in drive 0. If it is, the disk is damaged. Make new backups of your original Interbank disks and use those to play the game.

1.3 When I type DOS, the screen clears and OS9 BOOT appears, but the game doesn't start.

Ensure that your Interbank Disk 0 is in drive 0. If it is, the disk is damaged. Make new backups of your original Interbank disks and use those to play the game.

1.4 After typing DOS, something loads in, and OS9: appears.

Try typing BANK. If the game still doesn't play properly, make new backups of your original Interbank disks and use those to play the game.

2. PROBLEMS WHILE PLAYING THE GAME ON FLOPPY DISKS

2.1 While playing the game, a window pulls down saying: DISK ERROR ENCOUNTERED

This message may be caused by several things. Below this message will be ERROR followed by a number (this is the OS-9 error number). In most cases, there will be a description of the error just below the ERROR number message. This message will be one of these three:

WRITE PROTECT ERROR. This error means that the program was trying to save information to the disk, and couldn't because a write protect sticker was on the disk. Remove the write protect sticker and retry.

FILE MISSING. This error means that the program was trying to access a file that wasn't there. Ensure that the proper disk is inserted into the drive. If it is, the disk is damaged. Make new backups of your original Interbank disks and use those to play the game.

FILE DAMAGED. One of the files that Interbank uses has been damaged. Make new backups of your original Interbank disks and use those to play the game.

3. ERRORS WHILE PLAYING THE GAME ON THE HARD DISK

3.1 While playing the game, a window pulls down saying: DISK ERROR ENCOUNTERED

This message may be caused by several things. Below this message will be ERROR followed by a number (this is the OS-9 error number. You may wish to look up this number in your OS-9 manual for a technical description). In most cases, there will be a description of the error just below the ERROR number message on the window. This message will be one of these two:

FILE MISSING. This error means that the program was trying to access a file that wasn't there. Ensure that you are in the proper directories and that your hard disk is working properly. If it is, make sure that the files copied over correctly from the original Interbank Disks. The two files that are not copied are FLOPPY and STARTUP (files with the same name are only copied once).

FILE DAMAGED. One of the files that Interbank uses has been damaged. Delete the current Interbank files from the hard disk, and install the Interbank Incident on the hard disk again (see Appendix E).

3.2 Before the game actually starts, I get the message FILE MISSING.

This means that the files needed to start the Interbank Incident aren't in the current commands directory. Make sure that your directories are properly set and the files were copied without error (see appendix E) from the original Interbank disks.

3.3 While playing on the hard disk, I get the message NOT ENOUGH MEMORY AVAILABLE.

This means that free memory in the computer is not sufficient to play The Interbank Incident. The game requires about 160 pages of free memory. Either UNLINK non-essential modules or boot up with fewer modules.

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RADIO SHACK
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The situation is grave: the code book controlling a top secret experimental satellite has been stolen. In the wrong hands, this satellite could do almost anything. Can you collect the clues and tips in order to find the crooks and regain control of the satellite?

A new concept in adventure games, The Interbank Incident uses high resolution graphics and the latest technology of icons and pull-down windows. All commands are made with your joystick or mouse with simple, concise, easy to understand icons.

The Interbank Incident is a Role Playing Adventure. You will take on the characteristics of one of seven secret agents, each with different abilities and skills, as you travel between Seattle, Paris, and Rio De Janeiro gathering clues and chasing crooks, trying to find the secret hideout and to capture the crooks.

To play The Interbank Incident, you need:

- Tandy Color Computer, minimum 64K memory
- Disk Drive and cable
- Joystick or Mouse

For enhanced sounds and speech, you may use:

- Multi-Pak Interface
- Tandy Speech/Sound Cartridge

Also compatible with:

- Tandy Hard Disk system

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